

CLAIMS

What is claimed is:

1. A method for crediting a player of a gaming machine with bonus points, the player having a player account stored in a computer, the computer being coupled to the gaming machine and including a database for storing vouchers, each voucher having a parameter, including the steps of:

assigning a first number of bonus points to a first voucher, the parameter of the first voucher having a first value;

assigning the first voucher to the player account;

assigning a second number of bonus points to a second voucher, the parameter of the second voucher having a second value; and,

assigning the second voucher to the player account.

2. A method, as set forth in claim 1, wherein the bonus points are incentive points.

3. A method, as set forth in claim 1, wherein the bonus points are credits.

4. A method, as set forth in claim 3, wherein the bonus points are credits, the method including the step of downloading the bonus points as credits to the electronic gaming machine.

5. A method, as set forth in claim 4, wherein the step of downloading the bonus points to the gaming machine includes the steps of:

displaying to the player a list of vouchers; and,
allowing the player to indicate at least one voucher to download.

6. A method, as set forth in claim 1, wherein the parameter relates to an expiration date of the respective voucher.

7. A method, as set forth in claim 6, wherein the first and second values of the parameter are equal.

8. A method, as set forth in claim 6, wherein the first and second values are different.

9. A method, as set forth in claim 1, wherein the parameter is one of cashable and non-cashable.

10. A method, as set forth in claim 9, further including the step of designating the first number of bonus points assigned to the first voucher as one of cashable and non-cashable.

11. A method, as set forth in claim 1, including the steps of converting the first number of bonus points to a first number of credits and downloading the first number of credits to the gaming machine.

12. A method, as set forth in claim 11, wherein the step of downloading the first number of credits to the gaming machine includes the steps of:

displaying to the player a list of vouchers; and,

allowing the player to indicate at least one voucher to download.

13. A method, as set forth in claim 1, including the steps of:

allowing the player to identify the player to the gaming machine;

displaying to the player a list of vouchers available for download;

allowing the player to indicate at least one voucher to download;

converting bonus points associated with the at least one voucher to credits; and,

downloading the credits to the gaming machine.

14. A method, as set forth in claim 13, wherein the step of identifying the player is performed using at least one of a player tracking identification card and a player tracking identification number.

15. A method, as set forth in claim 1, including the steps of:

allowing the player to play the gaming machine; and,

providing an indication to the player through the gaming machine when the second voucher has been assigned to the player account.

16. A method, as set forth in claim 15, wherein the indication is at least one of an audio signal and a visual signal.

17. A method, as set forth in claim 1, wherein the parameter relates to an expiration date of the respective voucher, each voucher having a second parameter designating the respective bonus points as being cashable or non-cashable.

18. A method, as set forth in claim 1, the gaming machine having a player

tracking device, the method including the steps of:

converting the first number of bonus points to a first number of credits; and,
downloading the first number of credits to the player tracking device.

19. A method, as set forth in claim 1, the gaming machine having a credit meter for tracking available credits for play of the gaming machine by the player, the method including the steps:

converting the first number of bonus points to a first number of credits; and,
downloading the first number of credits to the credit meter.

20. A method, as set forth in claim 1, the gaming machine having a credit meter for tracking available credits for play of the gaming machine by the player, the method including the steps of:

designating the first voucher as one of lump-sum and pay for play; and,
converting the first number of bonus points to credits and downloading the credits to the credit meter if the first voucher is designated as lump-sum.

21. A method, as set forth in claim 1, the gaming machine having a player tracking device coupled to the computer and a credit meter for tracking available credits for play of the gaming machine by the player, the gaming machine being capable of accepting a variable wager, the variable wager having a maximum wager value, the method including the steps of:

converting the first number of bonus points associated with the first voucher to a first number of credits;

downloading the first number of credits to the player tracking device;
allowing the player to place a wager;
playing the gaming machine;
decrementing the wager from the credit meter;
decrementing the maximum wager from the player tracking device; and,
crediting the maximum wager to the credit meter.

22. A method, as set forth in claim 1, the gaming machine having a player tracking device coupled to the computer and a credit meter for tracking available credits for play of the gaming machine by the player, the gaming machine being capable of accepting a variable wager, the method including the steps of:

converting the first number of bonus points associated with the first voucher to a first number of credits;

downloading the first number of credits to the player tracking device;
allowing the player to place a wager;
playing the gaming machine; and,

if a total of the player's wagers is greater or equal to a predetermined value, decrementing the predetermined threshold value from the player tracking device and crediting the predetermined threshold value to the credit meter.

23. A method for crediting a player of a gaming machine with bonus points, the player having a player account stored in a computer, the computer being coupled to the gaming machine and including a database for storing vouchers, each voucher having a

parameter related to an expiration of the voucher, including the steps of:

- assigning a first number of bonus points to a first voucher;
- assigning a first expiration date to the parameter of the first voucher; and,
- assigning the first voucher to the player account.

24. A method, as set forth in claim 23, wherein the bonus points are incentive points.

25. A method, as set forth in claim 23, wherein the bonus points are credits.

26. A method, as set forth in claim 25, wherein the bonus points are credits, the method including the step of downloading the bonus points as credits to the gaming machine.

27. A method, as set forth in claim 26, wherein the step of downloading the bonus points to the gaming machine includes the steps of:

- displaying to the player a list of vouchers; and,
- allowing the player to indicate at least one voucher to download.

28. A method, as set forth in claim 23, each voucher having a second parameter, the second parameter being one of cashable and non-cashable.

29. A method, as set forth in claim 28, further including the step of designating the first number of bonus points assigned to the first voucher as one of cashable and non-cashable.

30. A method, as set forth in claim 23, including the steps of converting the first number of bonus points to a first number of credits and downloading the first number of credits to the gaming machine.

31. A method, as set forth in claim 30, the player account having a plurality of vouchers, wherein the step of downloading the first number of credits to the gaming machine includes the steps of:

- displaying to the player a list of vouchers assigned to the player account; and,
- allowing the player to indicate at least one voucher to download.

32. A method, as set forth in claim 23, the player account having a plurality of vouchers, the method including the steps of:

- allowing the player to identify the player to the gaming machine;
- displaying to the player a list of vouchers assigned to the player account;
- allowing the player to indicate at least one voucher to download;
- converting bonus points associated with the at least one voucher to credits; and,
- downloading the credits to the gaming machine.

33. A method, as set forth in claim 32, wherein the step of identifying the player is performed using at least one of a player tracking identification card and a player tracking identification number.

34. A method, as set forth in claim 23, the gaming machine having a player tracking device, the method including the steps of:

- converting the first number of bonus points to a first number of credits; and,

downloading the first number of credits to the player tracking device.

35. A method, as set forth in claim 23, the gaming machine having a credit meter for tracking available credits for play of the gaming machine by the player, the method including the steps:

converting the first number of bonus points to a first number of credits; and,
downloading the first number of credits to the credit meter.

36. A method, as set forth in claim 23, the gaming machine having a credit meter for tracking available credits for play of the gaming machine by the player, the method including the steps of:

designating the first voucher as one of lump-sum and pay for play; and,
converting the first number of bonus points to credits and downloading the credits to the credit meter if the voucher is designated as lump-sum.

37. A method, as set forth in claim 23, the gaming machine having a player tracking device coupled to the computer and a credit meter for tracking available credits for play of the gaming machine by the player, the gaming machine being capable of accepting a variable wager, the variable wager having a maximum wager value, the method including the steps of:

converting the first number of bonus points associated with the first voucher to a first number of credits;

downloading the first number of credits to the player tracking device;

allowing the player to place a wager;

playing the gaming machine;
decrementing the wager from the credit meter;
decrementing the maximum wager from the player tracking device; and,
crediting the maximum wager to the credit meter.

38. A method, as set forth in claim 23, the gaming machine having a player tracking device coupled to the computer and a credit meter for tracking available credits for play of the gaming machine by the player, the gaming machine being capable of accepting a variable wager, the method including the steps of:

converting the first number of bonus points associated with the first voucher to a first number of credits;
downloading the first number of credits to the player tracking device;
allowing the player to place a wager;
playing the gaming machine; and,
if a total of the player's wagers is greater or equal to a predetermined value, decrementing the predetermined threshold value from the player tracking device and crediting the predetermined threshold value to the credit meter.

39. A method for crediting a player of a gaming machine with bonus points, the player having a player account stored in a computer, the computer being coupled to the gaming machine and including a database for storing vouchers, each voucher having a parameter, including the steps of:

assigning a first number of bonus points to a first voucher;

defining the parameter of the first voucher as being one of cashable and non-cashable; and,

assigning the first voucher to the player account.

40. A method, as set forth in claim 39, wherein the bonus points are incentive points.

41. A method, as set forth in claim 39, wherein the bonus points are credits.

42. A method, as set forth in claim 41, wherein the bonus points are credits, the method including the step of downloading the bonus points as credits to the gaming machine.

43. A method, as set forth in claim 42, wherein the step of downloading the bonus points to the gaming machine includes the steps of:

displaying to the player a list of vouchers; and,

allowing the player to indicate at least one voucher to download.

44. A method, as set forth in claim 39, including the steps of converting the first number of bonus points to a first number of credits and downloading the first number of credits to the gaming machine.

45. A method, as set forth in claim 44, the player account having a plurality of vouchers, wherein the step of downloading the first number of credits to the gaming machine includes the steps of:

displaying to the player a list of vouchers assigned to the player account; and,

allowing the player to indicate at least one voucher to download.

46. A method, as set forth in claim 39, the player account having a plurality of vouchers, the method including the steps of:

- allowing the player to identify the player to the gaming machine;
- displaying to the player a list of vouchers available for download;
- allowing the player to indicate at least one voucher to download;
- converting bonus points associated with the at least one voucher to credits; and,
- downloading the credits to the gaming machine.

47. A method, as set forth in claim 46, wherein the step of identifying the player is performed using at least one of a player tracking identification card and a player tracking identification number.

48. A method, as set forth in claim 39, including the steps of:

- allowing the player to play the gaming machine; and,
- creating a second voucher containing any remaining credits after the player stops playing the game, if the first voucher has been defined as being non-cashable; and,
- dispensing credits to the player after the player stops playing the game, if the first voucher has been defined as being cashable.

49. A method, as set forth in claim 39, the first voucher having a second parameter relating to an expiration date of the first voucher.

50. A method, as set forth in claim 39, the gaming machine having a player

tracking device, the method including the steps of:

converting the first number of bonus points to a first number of credits; and,
downloading the first number of credits to the player tracking device.

51. A method, as set forth in claim 39, the gaming machine having a credit meter for tracking available credits for play of the gaming machine by the player, the method including the steps:

converting the first number of bonus points to a first number of credits; and,
downloading the first number of credits to the credit meter.

52. A method, as set forth in claim 39, the gaming machine having a credit meter for tracking available credits for play of the gaming machine by the player, the method including the steps of:

designating the first voucher as one of lump-sum and pay for play; and,
converting the first number of bonus points to credits and downloading the credits to the credit meter if the first voucher is designated as lump-sum.

53. A method, as set forth in claim 39, the gaming machine having a player tracking device coupled to the computer and a credit meter for tracking available credits for play of the gaming machine by the player, the gaming machine being capable of accepting a variable wager, the variable wager having a maximum wager value, the method including the steps of:

converting the first number of bonus points associated with the first voucher to a first number of credits;

downloading the first number of credits to the player tracking device;
allowing the player to place a wager;
playing the gaming machine;
decrementing the wager from the credit meter;
decrementing the maximum wager from the player tracking device; and,
crediting the maximum wager to the credit meter.

54. A method, as set forth in claim 39, the gaming machine having a player tracking device coupled to the computer and a credit meter for tracking available credits for play of the gaming machine by the player, the gaming machine being capable of accepting a variable wager, the method including the steps of:

converting the first number of bonus points associated with the first voucher to a first number of credits;
downloading the first number of credits to the player tracking device;
allowing the player to place a wager; and,
if a total of the player's wagers is greater or equal to a predetermined value, decrementing the predetermined threshold value from the player tracking device and crediting the predetermined threshold value to the credit meter.

55. A method for crediting a player of a gaming machine with bonus points, the gaming machine being capable of accepting a variable wager, the variable wager having a maximum wager value, the player having a player account stored in a computer, the computer being coupled to the gaming machine, including the steps of:

crediting the player account with a first number of bonus points;
downloading the first number of bonus points as a first number of credits to a
player tracking device coupled to the gaming machine;
allowing the player to place a wager;
playing the gaming machine;
decrementing the wager from the credit meter;
decrementing the maximum wager from the player tracking device; and,
crediting the maximum wager to the credit meter.

56. A method, as set forth in claim 55, wherein the bonus points are incentive points.

57. A method, as set forth in claim 55, wherein the bonus points are credits.

58. A method, as set forth in claim 55, wherein the step of crediting the player account with a first number of bonus points includes the steps of:

assigning a first number of bonus points to a first voucher, the parameter of the first voucher having a first value; and,

assigning the first voucher to the player account;

59. A method, as set forth in claim 58, wherein the parameter relates to an expiration date of the respective voucher.

60. A method, as set forth in claim 58, wherein the parameter is one of cashable and non-cashable.

61. A method, as set forth in claim 60, further including the step of designating the first number of bonus points assigned to the first voucher as one of cashable and non-cashable.

62. A method, as set forth in claim 58, including the steps of converting the first number of bonus points to a first number of credits and downloading the first number of credits to the gaming machine.

63. A method, as set forth in claim 62, the player account having a plurality of vouchers, wherein the step of downloading the first number of credits to the gaming machine includes the steps of:

- displaying to the player a list of vouchers; and,
- allowing the player to indicate at least one voucher to download.

64. A method, as set forth in claim 58, the player account having a plurality of vouchers, the method including the steps of:

- allowing the player to identify the player to the gaming machine;
- displaying to the player a list of vouchers available for download;
- allowing the player to indicate at least one voucher to download;
- converting bonus points associated with the at least one voucher to credits; and,
- downloading the credits to the gaming machine.

65. A method, as set forth in claim 64, wherein the step of identifying the player is performed using at least one of a player tracking identification card and a player tracking identification number.

66. A method, as set forth in claim 58, wherein the parameter relates to an expiration date of the respective voucher, each voucher having a second parameter designating the respective bonus points as being cashable or non-cashable.

67. A method, as set forth in claim 58, the gaming machine having a player tracking device, the method including the steps of:

- converting the first number of bonus points to a first number of credits; and,
- downloading the first number of credits to the player tracking device.

68. A method, as set forth in claim 58, the gaming machine having a credit meter for tracking available credits for play of the gaming machine by the player, the method including the steps:

- converting the first number of bonus points to a first number of credits; and,
- downloading the first number of credits to the credit meter.

69. A method, as set forth in claim 58, the gaming machine having a credit meter for tracking available credits for play of the gaming machine by the player, the method including the steps of:

- designating the first voucher as one of lump-sum and pay for play; and,
- converting the first number of bonus points to credits and downloading the credits to the credit meter if the first voucher is designated as lump-sum.

70. A method, as set forth in claim 58, the gaming machine having a player tracking device coupled to the computer and a credit meter for tracking available credits for play of the gaming machine by the player, the gaming machine being capable of

accepting a variable wager, the variable wager having a maximum wager value, the method including the steps of:

- converting the first number of bonus points associated with the first voucher to a first number of credits;

- downloading the first number of credits to the player tracking device;

- allowing the player to place a wager;

- playing the gaming machine;

- decrementing the wager from the credit meter;

- decrementing the maximum wager from the player tracking device; and,

- crediting the maximum wager to the credit meter.

71. A method for crediting a player of a gaming machine with bonus points, the gaming machine being capable of accepting a variable wager, the player having a player account stored in a computer, the computer being coupled to the gaming machine, including the steps of:

- crediting the player account with a first number of bonus points;

- downloading the first number of bonus points as a first number of credits to a player tracking device coupled to the gaming machine;

- allowing the player to place a wager;

- playing the gaming machine; and,

- if a total of the player's wagers is greater or equal to a predetermined value, decrementing the predetermined threshold value from the player tracking device and crediting the predetermined threshold value to the credit meter.

72. A system, comprising:

- a gaming machine playable by a player;
- a computer coupled to the gaming machine for tracking a player account; and,
- a database stored on the computer for storing vouchers, each voucher having a parameter, the computer for assigning a first number of bonus points to a first voucher, for assigning a second number of bonus points to a second voucher, and for assigning the first and second vouchers to the player account, the parameter of the first voucher having a first value and the parameter of the second voucher having a second value.

73. A system, as set forth in claim 72, wherein the bonus points are incentive points.

74. A system, as set forth in claim 72, wherein the bonus points are credits.

75. A system, as set forth in claim 74, wherein the bonus points are credits, the computer for downloading the bonus points as credits to the gaming machine.

76. A system, as set forth in claim 75, the gaming machine for displaying to the player a list of vouchers and allowing the player to indicate at least one voucher to download.

77. A system, as set forth in claim 72, wherein the parameter relates to an expiration date of the respective voucher.

78. A system, as set forth in claim 77, wherein the first and second values of the parameter are equal.

79. A system, as set forth in claim 77, wherein the first and second values are different.

80. A system, as set forth in claim 72, wherein the parameter is one of cashable and non-cashable.

81. A system, as set forth in claim 80, the computer for designating the first number of bonus points assigned to the first voucher as one of cashable and non-cashable.

82. A system, as set forth in claim 72, the computer for converting the first number of bonus points to a first number of credits and downloading the first number of credits to the gaming machine.

83. A system, as set forth in claim 82, the gaming machine for displaying to the player a list of vouchers and allowing the player to indicate at least one voucher to download.

84. A system, as set forth in claim 72, the gaming machine for allowing the player to identify the player to the gaming machine, displaying to the player a list of vouchers available for download, and allowing the player to indicate at least one voucher to download, the computer for converting bonus points associated with the at least one voucher to credits and downloading the credits to the gaming machine.

85. A system, as set forth in claim 84, wherein player identification is performed using at least one of a player tracking identification card and a player tracking identification number.

86. A system, as set forth in claim 72, the gaming machine for providing an indication to the player through the gaming machine when the first voucher has been assigned to the player account.

87. A system, as set forth in claim 86, wherein the indication is at least one of an audio signal and a visual signal.

88. A system, as set forth in claim 72, wherein the parameter relates to an expiration date of the respective voucher, each voucher having a second parameter designating the respective bonus points as being cashable or non-cashable.

89. A system, as set forth in claim 72, the gaming machine having a player tracking device, the computer for converting the first number of bonus points to a first number of credits and downloading the first number of credits to the player tracking device.

90. A system, as set forth in claim 72, the gaming machine having a credit meter for tracking available credits for play of the gaming machine by the player, the computer for converting the first number of bonus points to a first number of credits and downloading the first number of credits to the credit meter.

91. A system, as set forth in claim 72, the gaming machine having a credit meter for tracking available credits for play of the gaming machine by the player, the computer for designating the first voucher as one of lump-sum and pay for play and converting the first number of bonus points to credits and downloading the credits to the credit meter if

the first voucher is designated as lump-sum.

92. A system, as set forth in claim 72, the gaming machine having a player tracking device coupled to the computer and a credit meter for tracking available credits for play of the gaming machine by the player, the gaming machine being capable of accepting a variable wager, the variable wager having a maximum wager value, the computer for converting the first number of bonus points associated with the first voucher to a first number of credits and downloading the first number of credits to the player tracking device, the gaming machine for allowing the player to place a wager and play the gaming machine, and for decrementing the wager from the credit meter, decrementing the maximum wager from the player tracking device, and crediting the maximum wager to the credit meter in response to the player playing the gaming machine.

93. A system, comprising:

a gaming machine for playing by a player;

a computer coupled to the gaming machine for tracking a player account; and,

a database stored on the computer for storing vouchers, each voucher having a parameter related to an expiration of the voucher, the computer for the player having a player account stored in a computer, the computer for assigning a first number of bonus points to a first voucher, assigning a first expiration date to the parameter of the first voucher, and assigning the first voucher to the player account.

94. A system, as set forth in claim 93, wherein the bonus points are incentive points.

95. A system, as set forth in claim 93, wherein the bonus points are credits.

96. A system, as set forth in claim 95, wherein the bonus points are credits, computer for downloading the bonus points as credits to the gaming machine.

97. A system, as set forth in claim 96, the gaming machine displaying to the player a list of vouchers and allowing the player to indicate at least one voucher to download.

98. A system, as set forth in claim 93, each voucher having a second parameter, the second parameter being one of cashable and non-cashable.

99. A system, as set forth in claim 98, the computer for designating the first number of bonus points assigned to the first voucher as one of cashable and non-cashable.

100. A system, as set forth in claim 93, the computer for converting the first number of bonus points to a first number of credits and downloading the first number of credits to the gaming machine.

101. A system, as set forth in claim 100, the player account having a plurality of vouchers, the gaming machine for displaying to the player a list of vouchers assigned to the player account and allowing the player to indicate at least one voucher to download.

102. A system, as set forth in claim 93, the player account having a plurality of vouchers, the gaming machine for displaying to the player a list of vouchers assigned

to the player account and allowing the player to indicate at least one voucher to download, the computer for converting bonus points associated with the at least one voucher to credits and downloading the credits to the gaming machine.

103. A system, as set forth in claim 102, wherein the player is identified using at least one of a player tracking identification card and a player tracking identification number.

104. A system, as set forth in claim 93, the gaming machine having a player tracking device, the computer for converting the first number of bonus points to a first number of credits and downloading the first number of credits to the player tracking device.

105. A system, as set forth in claim 93, the gaming machine having a credit meter for tracking available credits for play of the gaming machine by the player, the computer for converting the first number of bonus points to a first number of credits and downloading the first number of credits to the credit meter.

106. A system, as set forth in claim 93, the gaming machine having a credit meter for tracking available credits for play of the gaming machine by the player, the computer for designating the first voucher as one of lump-sum and pay for play and converting the first number of bonus points to credits and downloading the credits to the credit meter if the voucher is designated as lump-sum.

107. A system, as set forth in claim 93, the gaming machine having a player

tracking device coupled to the computer and a credit meter for tracking available credits for play of the gaming machine by the player, the gaming machine being capable of accepting a variable wager, the variable wager having a maximum wager value, the computer for converting the first number of bonus points associated with the first voucher to a first number of credits and downloading the first number of credits to the player tracking device, the gaming machine for allowing the player to place a wager and playing the gaming machine and for decrementing the wager from the credit meter, decrementing the maximum wager from the player tracking device, and crediting the maximum wager to the credit meter.

108. A system, comprising:

the gaming machine for playing by a player;

a computer coupled to the gaming machine for tracking a player account; and,

a database stored on the computer for storing vouchers, each voucher having a parameter, the computer for assigning a first number of bonus points to a first voucher, defining the parameter of the first voucher as being one of cashable and non-cashable, and assigning the first voucher to the player account.

109. A system, as set forth in claim 108, wherein the bonus points are incentive points.

110. A system, as set forth in claim 108, wherein the bonus points are credits.

111. A system, as set forth in claim 110, the computer for downloading the bonus points as credits to the gaming machine.

112. A system, as set forth in claim 111, the gaming machine for displaying to the player a list of vouchers and allowing the player to indicate at least one voucher to download.

113. A system, as set forth in claim 108, the computer for converting the first number of bonus points to a first number of credits and downloading the first number of credits to the gaming machine.

114. A system, as set forth in claim 113, the player account having a plurality of vouchers, for displaying to the player a list of vouchers assigned to the player account and allowing the player to indicate at least one voucher to download.

115. A system, as set forth in claim 108, the player account having a plurality of vouchers, the gaming machine for displaying to the player a list of vouchers available for download, and allowing the player to indicate at least one voucher to download, the computer for converting bonus points associated with the at least one voucher to credits and downloading the credits to the gaming machine.

116. A system, as set forth in claim 115, wherein the player is identified using at least one of a player tracking identification card and a player tracking identification number.

117. A system, as set forth in claim 108, the gaming machine for creating a second voucher containing any remaining credits after the player stops playing the game, if the first voucher has been defined as being non-cashable and for dispensing credits to

the player after the player stops playing the game, if the first voucher has been defined as being cashable.

118. A system, as set forth in claim 108, the first voucher having a second parameter relating to an expiration date of the first voucher.

119. A system, as set forth in claim 108, the gaming machine having a player tracking device, the computer for converting the first number of bonus points to a first number of credits, and downloading the first number of credits to the player tracking device.

120. A system, as set forth in claim 108, the gaming machine having a credit meter for tracking available credits for play of the gaming machine by the player, the computer for converting the first number of bonus points to a first number of credits, and downloading the first number of credits to the credit meter.

121. A system, as set forth in claim 108, the gaming machine having a credit meter for tracking available credits for play of the gaming machine by the player, the computer for designating the first voucher as one of lump-sum and pay for play and converting the first number of bonus points to credits and downloading the credits to the credit meter if the first voucher is designated as lump-sum.

122. A system, as set forth in claim 108, the gaming machine having a player tracking device coupled to the computer and a credit meter for tracking available credits for play of the gaming machine by the player, the gaming machine being capable of

accepting a variable wager, the variable wager having a maximum wager value, the computer for converting the first number of bonus points associated with the first voucher to a first number of credits, and downloading the first number of credits to the player tracking device, the gaming machine for allowing the player to place a wager, playing the gaming machine, decrementing the wager from the credit meter, decrementing the maximum wager from the player tracking device, and crediting the maximum wager to the credit meter.

123. A system, as set forth in claim 108, the gaming machine having a player tracking device coupled to the computer and a credit meter for tracking available credits for play of the gaming machine by the player, the gaming machine being capable of accepting a variable wager, the computer for converting the first number of bonus points associated with the first voucher to a first number of credits, and downloading the first number of credits to the player tracking device, the gaming machine for allowing the player to place a wager, playing the gaming machine, and if a total of the player's wagers is greater or equal to a predetermined threshold, decrementing the predetermined threshold from the player tracking device, and crediting the predetermined threshold to the credit meter.

124. A system, comprising

- a gaming machine having a player tracking device and a credit meter;
- a computer coupled to the gaming machine for tracking a player account; and,
- a database stored on the computer for storing information related to the player

account, the computer for crediting the player account with a first number of bonus points, converting the first number of bonus points associated to a first number of credits, and downloading the first number of credits to the player tracking device, the gaming machine for allowing the player to place a wager and play the gaming machine and for decrementing the wager from the credit meter, decrementing the maximum wager from the player tracking device, and crediting the maximum wager to the credit meter.

125. A system, as set forth in claim 124, wherein the bonus points are incentive points.

126. A system, as set forth in claim 124, wherein the bonus points are credits.

127. A system, as set forth in claim 124, the computer for assigning a first number of bonus points to a first voucher and assigning the first voucher to the player account, the parameter of the first voucher having a first value.

128. A system, as set forth in claim 126, wherein the parameter relates to an expiration date of the respective voucher.

129. A system, as set forth in claim 126, wherein the parameter is one of cashable and non-cashable.

130. A system, as set forth in claim 129, the computer for designating the first number of bonus points assigned to the first voucher as one of cashable and non-cashable.

131. A system, as set forth in claim 128, the computer for converting the first

number of bonus points to a first number of credits and downloading the first number of credits to the gaming machine.

132. A system, as set forth in claim 131, the player account having a plurality of vouchers, the gaming machine for displaying to the player a list of vouchers and allowing the player to indicate at least one voucher to download.

133. A system, as set forth in claim 128, the player account having a plurality of vouchers, the gaming machine for allowing the player to identify the player to the gaming machine, displaying to the player a list of vouchers available for download, and allowing the player to indicate at least one voucher to download, the computer for converting bonus points associated with the at least one voucher to credits, and downloading the credits to the gaming machine.

134. A system, as set forth in claim 133, wherein the player is identified using at least one of a player tracking identification card and a player tracking identification number.

135. A system, as set forth in claim 128, wherein the parameter relates to an expiration date of the respective voucher, each voucher having a second parameter designating the respective bonus points as being cashable or non-cashable.

136. A system, as set forth in claim 128, the gaming machine having a player tracking device, the computer for converting the first number of bonus points to a first number of credits and downloading the first number of credits to the player tracking

device.

137. A system, as set forth in claim 128, the gaming machine having a credit meter for tracking available credits for play of the gaming machine by the player, the computer for converting the first number of bonus points to a first number of credits and downloading the first number of credits to the credit meter.

138. A system, as set forth in claim 128, the gaming machine having a credit meter for tracking available credits for play of the gaming machine by the player, the computer for designating the first voucher as one of lump-sum and pay for play and converting the first number of bonus points to credits and downloading the credits to the credit meter if the first voucher is designated as lump-sum.

139. A system, as set forth in claim 128, the gaming machine having a player tracking device coupled to the computer and a credit meter for tracking available credits for play of the gaming machine by the player, the gaming machine being capable of accepting a variable wager, the variable wager having a maximum wager value, the computer for converting the first number of bonus points associated with the first voucher to a first number of credits and downloading the first number of credits to the player tracking device, the gaming machine for allowing the player to place a wager, playing the gaming machine, decrementing the wager from the credit meter, decrementing the maximum wager from the player tracking device, and crediting the maximum wager to the credit meter.

140. A system, comprising

a gaming machine having a player tracking device and a credit meter;

a computer coupled to the gaming machine for tracking a player account; and,

a database stored on the computer for storing information related to the player account, the computer for crediting the player account with a first number of bonus points, converting the first number of bonus points associated to a first number of credits, and downloading the first number of credits to the player tracking device, the gaming machine for allowing the player to place a wager and play the gaming machine and if a total of the player's wagers is greater or equal to a predetermined threshold, decrementing the predetermined threshold from the player tracking device, and crediting the predetermined threshold to the credit meter.